

## **INTRODUCTION**

It is the year 2075 and the first Strategic Defence Initiative Satellite is in its provisional stages of development. It was found to be impossible to test this weapon without starting the war it was designed to prevent. So the chaps from the space department decided to build an incredibly small robot that would examine all the circuit boards and components of the main computer by travelling inside it! (The fashion for calling robots 'droids' had died out around 1995). This proved to be a valuable exercise as there were many bugs even at this early stage. To add to the problems one of the more stupid technicians working on the project miniaturised some male sheep and put them inside the computer instead of the more conventional RAM! These rams, although seemingly lifeless, will destroy our mechanical chum. The robot (yes 'robot' Look . . . if you can give me three good reasons why I should call it a Droid then I may listen!) has many sensors in its feet so if it lands on anything sharp it will self destruct. Stupid I know but that's life. As our droid (just this once) notes all the bugs and defects, he signals this to the outside world by flipping the dip-switches. There are 50 of these and all he (or she?) has to do is jump on them. Once he succeeds in this, he then has to find his way to the second part, the ROTTES (Ridiculously Over The Top Exit Security). To satisfy the whims of the security staff, the robot (I did say only once) has to send his highly secret exit code to the computer controller. There are 10 'code posts' which our hero has to change to spell out the words 'LETMEOUTOK' (no spaces).

## **GETTING STARTED**

If you are one of those lucky people with a disk drive (and the disk version of Sepulcri) then stick your disk into your drive and type in RUN"AS then press the ENTER key. Your program should now load and run. If, on the other hand you have the cassette then put that into your tape deck, press the CTRL key together with the SMALL ENTER key and press PLAY on your tape deck when asked. If (no more hands) you have neither the tape nor the disk, why are you reading this?

## **PLAYING THE GAME**

This is where the fun starts! Select whether you wish to use the keyboard or joystick. You may also choose to redefine the keyboard.

Guide your robot around the room, jumping where necessary to land on the fifty switches. Avoid anything that moves. You may stand on the Integrated Circuits by you may find yourself sliding off some of them (hint . . . keep jumping). When you land on a switch the screen will flash and the switch will change colour. Once you have found your way into the ROTTES you will have to work out which is the first pillar on the left in order to spell out the code word. To change the letter on the post, simply move near it, but not too close or you will suffer the death of a million volts!

N.B. Watch out for the floating points!

Once you have done all this you must find the exit, et voila! you are finished . . . now try for a better score.

## **SCREEN DUMP**

The screen dump facility allows you to print out the room which is on the screen. This has been done to allow easier mapping. It is compatible with the Amstrad and Epson printers.

## **CONTROLS**

Movement and jumping	Redefinable Keys
Pause	SHIFT
Abandon Droid	TAB
Abandon Life	ESC
Screen Dump	'P' while paused

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